STAR WARS™

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48

REPUBLIC ATTACK GUNSHIP

Low-Altitude Assault Transport

Jedi Master Yaddle

The Jedi Council

DeAGOSTINI

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STAR WARS

"CAPTAIN, LAND AT THAT ASSEMBLY POINT AHEAD."

MACE WINDU

Dubbed the Republic gunships, the Low-Altitude Assault Transports were so ubiquitous during the Clone Wars that they become as much the 'face' of the Republic's military machine as the clone troopers they carried.

LAAT

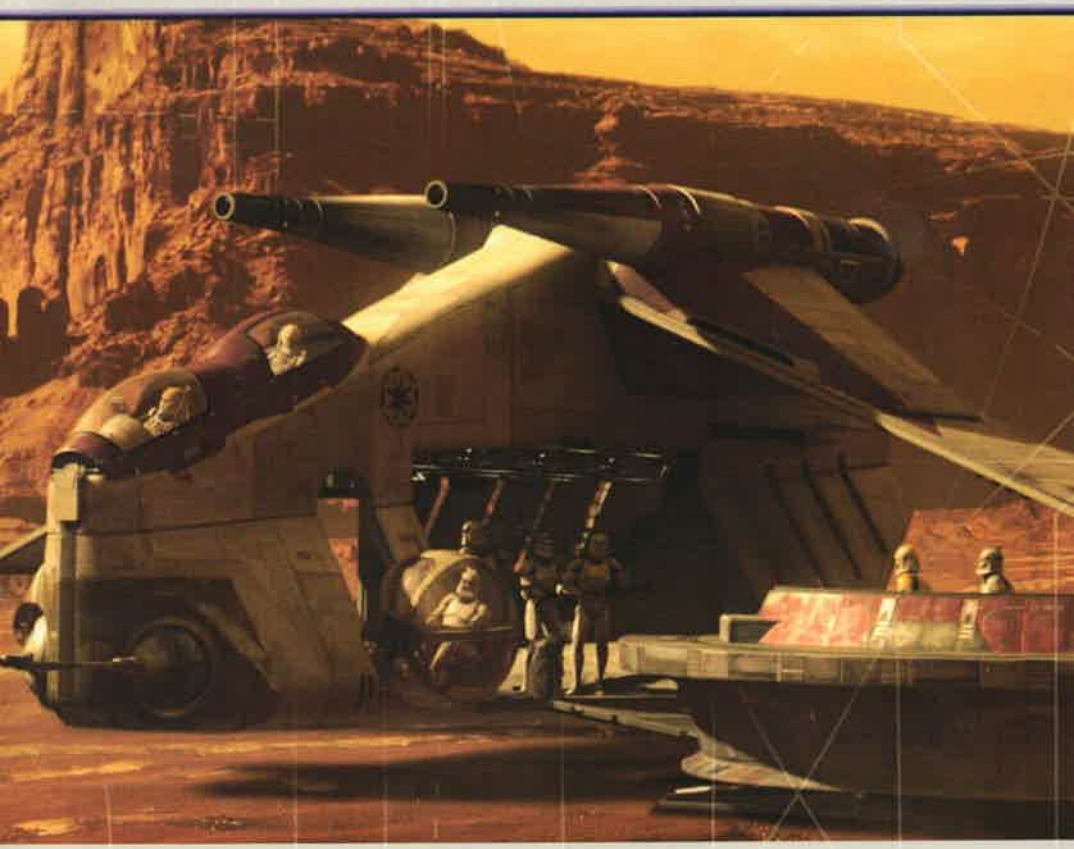
THE LOW-ALTITUDE ASSAULT TRANSPORT – WORKHORSE OF THE REPUBLIC

From the moment they fell out of the Geonosian sun and came to the rescue of the surviving Jedi in the Stalgasin Hive arena, the Republic's LAAT gunships became the iconic vehicles for the Loyalist forces in the Clone Wars.

The LAAT series gunships were initially commissioned by the cloners of Kamino from Rothana Heavy Engineering, on behalf of the Republic. A number of variants of the craft were built, and two of them were fielded on Geonosis at the very beginning of the Clone Wars – the LAAT/i and the LAAT/c.

THE LAAT/I

By far the most numerous of the LAAT variants, the infantry transport was as close to a standard model as was available. Its purpose was to get a maximum of 30 clone troopers into combat as quickly as possible. Once this was achieved, the LAAT/i could also act as an infantry support vessel. To fulfil this role, the vessel came equipped with not-inconsiderable weaponry, including two mass-driver launchers, a clutch of air-to-air missiles under each wing, four composite-beam pinpoint laser turrets (two of which were manned by clone troopers), and three anti-personnel turrets. The pilot and gunner made up the essential crew, and sat up front in the 'bag-out' cockpit – so named because it could be ejected as an escape pod if necessary. The LAAT/i could carry four recon speeder bikes in a sloping hold to the rear. The only other regular cargo was an IM-6 medical droid, stuffed into an emergency locker.



As with all the LAAT variants, the LAAT/i were originally atmosphere-only craft deployed from *Acclamator*-class or *Venator*-class ships or similar interstellar transports. The LAAT/is could be unshipped when the transports had landed or by having the ships dip into the atmosphere just long enough to deploy the LAATs. Though their maximum speed, in excess of 600km/h, was enough to make the LAAT/i a tough target to hit, the ships were lightly armoured and very vulnerable when dropping their troops. As a result, fast deployment times from their LAATs were more than just a badge of honour for clone troopers – they were a matter of survival.

The LAAT/c

Also first seen at the Battle of Geonosis, the LAAT carrier lost the infantry hold in favour of large magnets and heavy-lift agrav drives that could securely grip AT-TEs and various other heavy support vehicles. The LAAT/c ship had only three anti-personnel turrets for protection, and it was not used as a support weapon in the same way that the LAAT/i was. Ironically, as the Clone Wars progressed, a variant of the LAAT/c saw the addition of a troop deck that carried 40 clone troopers

CAVALRY CHARGE

THE LAAT DEBUTS ON GEONOSIS

Mace Windu and the 20 or so survivors of the Jedi who were despatched on a rescue mission to Geonosis stood at bay in the centre of the Petranaki arena. Their destruction seemed imminent, but the sound of thrumming engines approaching signalled salvation. Moments later, six LAAT/is charged in to the rescue.

Lancing beams from the LAAT/is composite-beam pinpoint laser turrets cut swathes through the encircling battle droids, quickly creating the perimeter around the Jedi that Master Yoda had demanded. The exhausted survivors scrambled aboard as the battle raged afresh about them. Moments later, the LAAT/i lifted from the arena, and there was an abrupt silence in the blood-soaked amphitheatre as the fighting moved elsewhere.

Battle Begins

Now the LAAT/is went from being rescue craft to battlefield transports. They carried Jedi and clone troopers to the open desert beyond the Stalgasin Hive to attempt to cut off the escape of as many of the Separatist ships as possible. Once they had deployed their troops, the LAAT/is became airborne

support, engaging and quickly defeating the Confederation of Independent Systems' *Vulture*-class fighters to gain air superiority. Once they had control of the skies, they exploited it to cut down the heavier weapons the CIS fielded, including the *Hailfire* droid tanks that caused the majority of early LAAT casualties. In total, the Republic fielded around 1,600 LAAT/is to transport more than 200,000 troops into the fight. In the meantime, around 400 LAAT/c carriers were bringing hulking AT-TE walkers to the frontlines to provide heavy ground support for the rapidly advancing clone troopers. They also dropped supplies and even the forward command station that Master Yoda used to coordinate the battle. Thanks to the LAAT variants, the Republic was able to strike fast and hard on Geonosis, turning a surprise assault into a rout of the Separatist forces.

During the Battle of Geonosis, the air superiority gained by the LAAT/i gunships was to prove crucial to the Republic's victory.

YODA

ANCIENT, WISE JEDI MASTER

When the Emperor publicly declared the Jedi Order to be extinct, it was with the knowledge that one of its foremost members was missing from the casualty lists. Master Yoda, arguably one of the most important Jedi ever to have lived, had vanished without a trace.

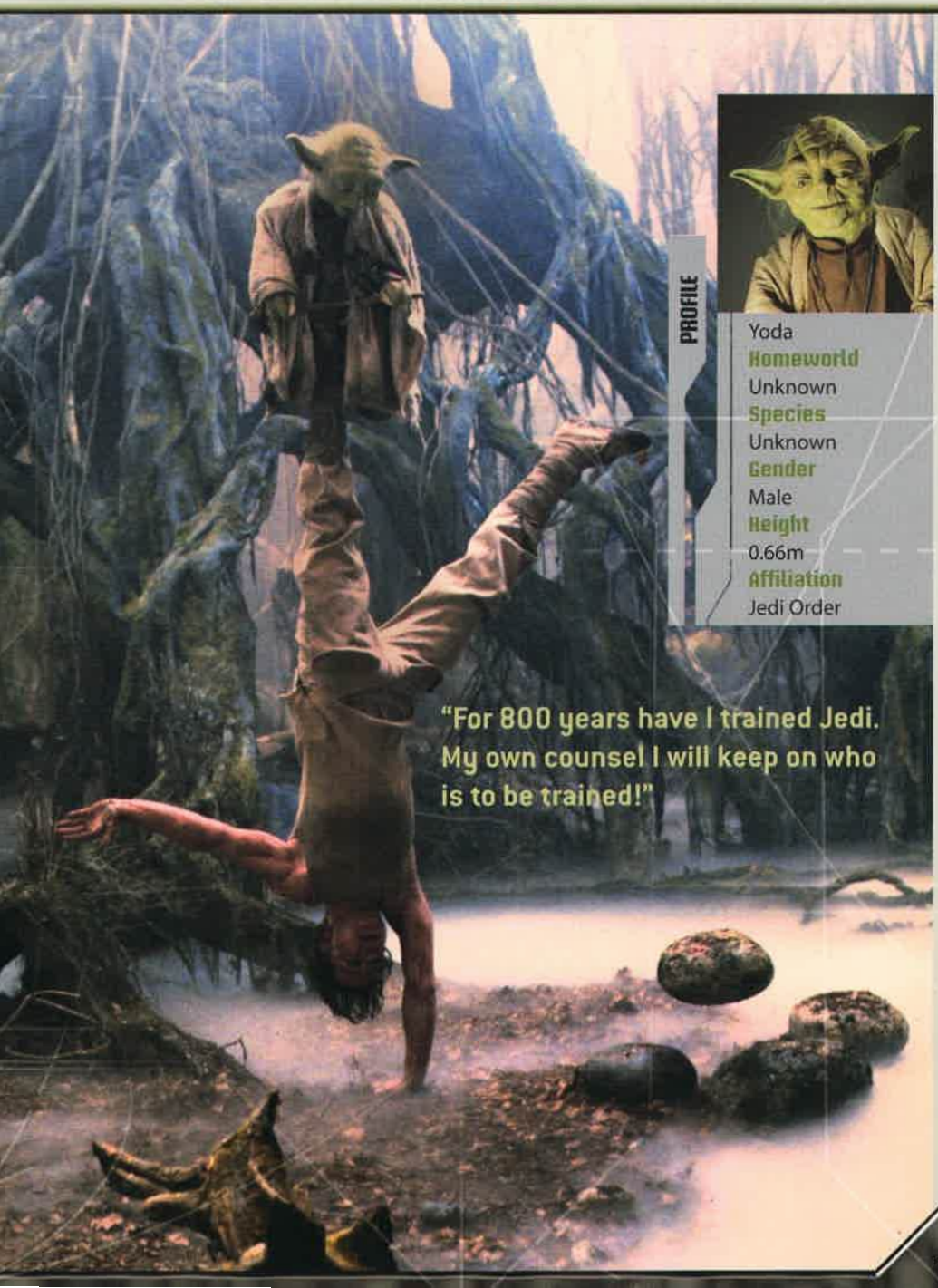
Emperor Palpatine would never have admitted to having any concerns regarding Yoda's whereabouts – after all, when the two of them duelled in the Senate building it seemed that the Sith had triumphed. What could one little 900-year-old Jedi Master do to threaten a galaxy-spanning Empire?

Patience of a Jedi

What Yoda actually did was to wait. The Jedi Master had fled to the remote swamp world of Dagobah in the Outer Rim, where he lived in a little mud hut bereft of the technological trappings of the huge and elegant Jedi Temple on Coruscant. He built his new home himself from local resources and a few salvaged bits and pieces of the escape pod that had brought him there at the commencement of his long vigil. With the aid of Obi-Wan Kenobi, a fellow Jedi, and Senator Bail Organa of Alderaan, Yoda had secured a legacy that would bring about the eventual fall of Palpatine and his precious Empire. From Dagobah, Yoda watched the development of the children of Anakin Skywalker. Although Anakin himself was lost to the dark side of the Force as the Emperor's apprentice Darth Vader, his twin children, Luke and Leia, represented the best chance for the return of the Jedi Order.

Continuing Study

Keeping an eye on Anakin's progeny was not Yoda's only task on Dagobah. He also studied under a former pupil of his – Qui-Gon Jinn. Master Jinn had died on Naboo, but had retained his identity in the Force. Yoda learned this technique, along with other secrets. When, years later, Luke Skywalker arrived to be trained as a Jedi, Yoda was ready. Whether Luke was ready for Yoda or for the training that was to come was a matter of opinion…



PROFILE

Yoda
Homeworld
Unknown
Species
Unknown
Gender
Male
Height
0.66m
Affiliation
Jedi Order

"For 800 years have I trained Jedi. My own counsel I will keep on who is to be trained!"

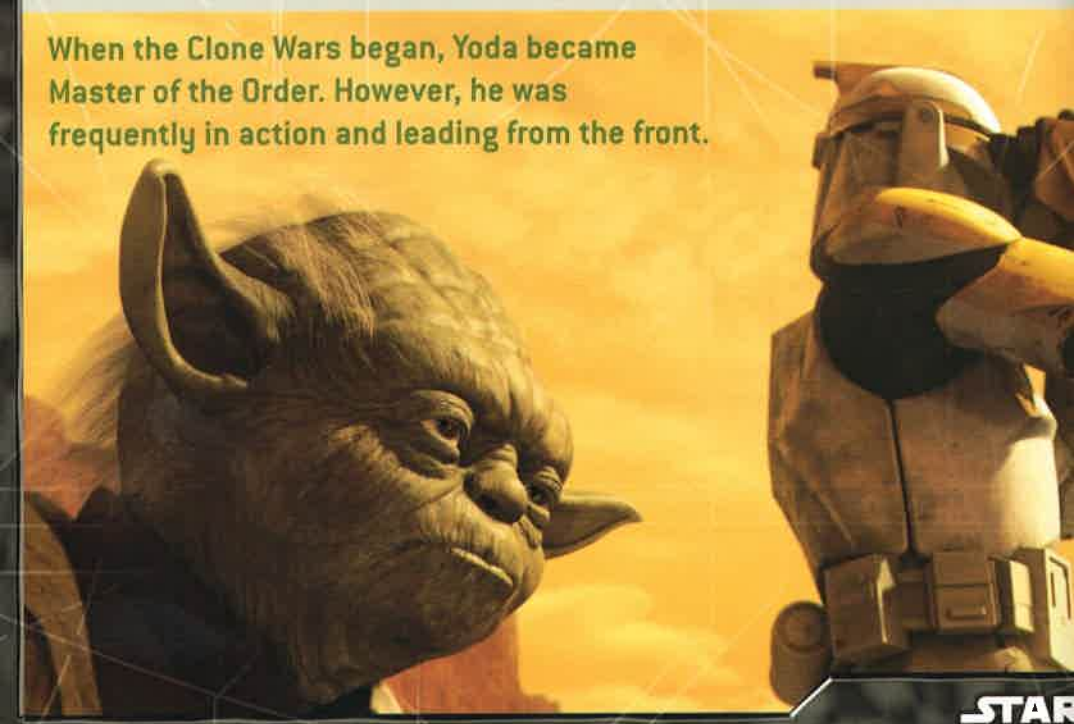
Centuries of Service

Even during his 800 years of training Jedi at the Temple, Yoda's origins were mysterious, and the inscrutable Master was not one to talk about himself. A few details were known. Yoda's first Master was a Hysalrian – Master N'Kata Del Gormo. Ironically, Yoda and a human friend crashed in the swamps of an unnamed world and there met Master Gormo. Both Yoda and his friend had left Yoda's homeworld and headed for the Core Worlds, unaware they were Force Sensitive. Their early training complete, the two were 'rescued' by a Republic starship and completed their interrupted journey as Jedi.

Revered Master

Over 350 years before the Clone Wars, and nearly 400 before he trained his last Padawan on Dagobah, Yoda was already recognised as one of the greatest Jedi Masters the Order had ever known. However, he still managed to confound the expectations of his students, and even of his fellow Masters. From his modesty and convoluted syntax, to his impish sense of humour and easy bonding with the Younglings, Yoda's wisdom and sage guidance seemed at odds

When the Clone Wars began, Yoda became Master of the Order. However, he was frequently in action and leading from the front.



Did you know...?

Towards the end of the Clone Wars, Yoda answered a call from Dooku to come to Vjun to help him defect from the Separatist cause. Yoda knew it was a trap, but felt he had to allow Dooku the chance. Yoda's words struck home with Dooku, but it was not enough. The two fought again before parting for the final time, much to Yoda's regret.

with the presence of the Master himself. However, Yoda could be tough when the times demanded it – as his Padawans could discover. A demanding Master, he liked humour but did not tolerate disrespect. Foolish, ill-considered actions or words were rarely allowed to pass unchallenged.

Approaching Storm

Two hundred years before the Empire, Yoda was amongst the Jedi Masters whose meditations first detected the shifting in the Force that signalled the approach of dark times. It was Yoda who postulated that, rather than being a warning of the growing power of the dark side, the uncertainty in the Force might indicate the arrival of the Chosen One foretold in an ancient prophecy; the one who would restore balance to the Force. A little more than 75 years before he became a Sith Lord, an infant Dooku of Serenno became the latest in a long line of Yoda's Padawans. Under Yoda's tutelage, Dooku became one of the greatest sword masters the Order had produced – eclipsed only by Mace Windu and Yoda himself. Dooku's subsequent betrayal of the Jedi Order affected Yoda greatly, but did not distract him from his duties as Grand Master and Jedi General during the Clone Wars.

Bringing Balance

Yoda was hard on himself for his original failure to detect the Sith Master behind the galactic conflict and the destruction of the Jedi Order, but his teachings ensured that Luke Skywalker was able to help his father fulfil his role as the Chosen One, ultimately destroying the Emperor and bringing balance to the Force.

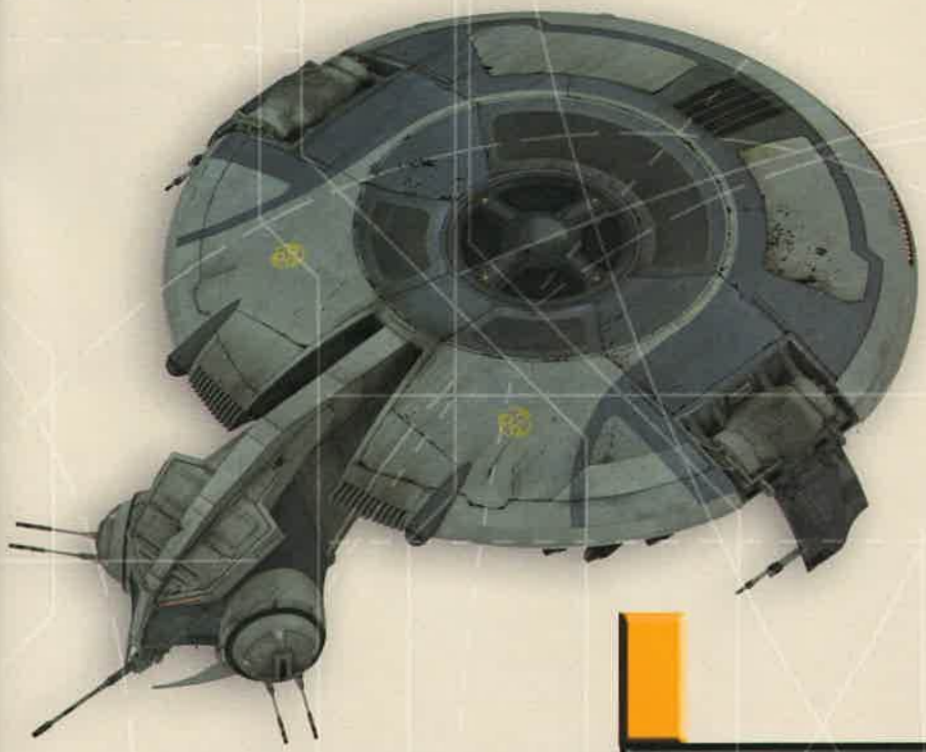
THE HEAVY MISSILE PLATFORM DROID GUNSHIP

Slow in flight and sluggish when manoeuvring, the heavily shielded and armoured droid gunship fielded by the Confederation of Independent Systems during the Clone Wars was nonetheless a priority target thanks to the horrific power of its impressive weapons systems.

Designed and principally manufactured by Baktoid Fleet Ordnance, the Heavy Missile Platform droid gunship was first deployed around halfway through the Clone Wars. It made an immediate impact on the battlefields. The HMP gunship was one of the more heavily shielded and armoured frontline units fielded by the CIS. It squatted over the fighting like some horrible insect, and Baktoid had even fitted the self-aware droid with moving metal mandibles to increase its fearsome visual impact. Able to withstand all but the most concentrated fire, the relatively slow – but very stable – droid gunship hovered along on sturdy repulsorlifts at a maximum speed of 820km/h (though there were considerably faster transport variants). The disc-like body held the main reactor, which used a special, superdense radioactive fuel. Able to operate in space, the gunship was more regularly used for air strikes during planetary conflicts, and in this it excelled.

Heavy Impact

The HMP gunship mounted two twin-laser-cannon turrets, a medium laser, and two light laser cannon. This was impressive enough, but the gunship had heavy missile launchers slung under each wing, carrying seven huge missiles each. The light laser cannon, one on each wingtip, could be replaced with heavy concussion bombs, additional missile launchers, or any other required mission ordnance. The HMP gunship was designed with modular weaponry, allowing a devastating flexibility that kept opponents nervously guessing right up to the last minute, and guaranteed that the droid gunship was a priority target every time.



Droid Gunship PROFILE

Type
Heavy Missile Platform

Manufacturer
Baktoid Fleet Ordnance

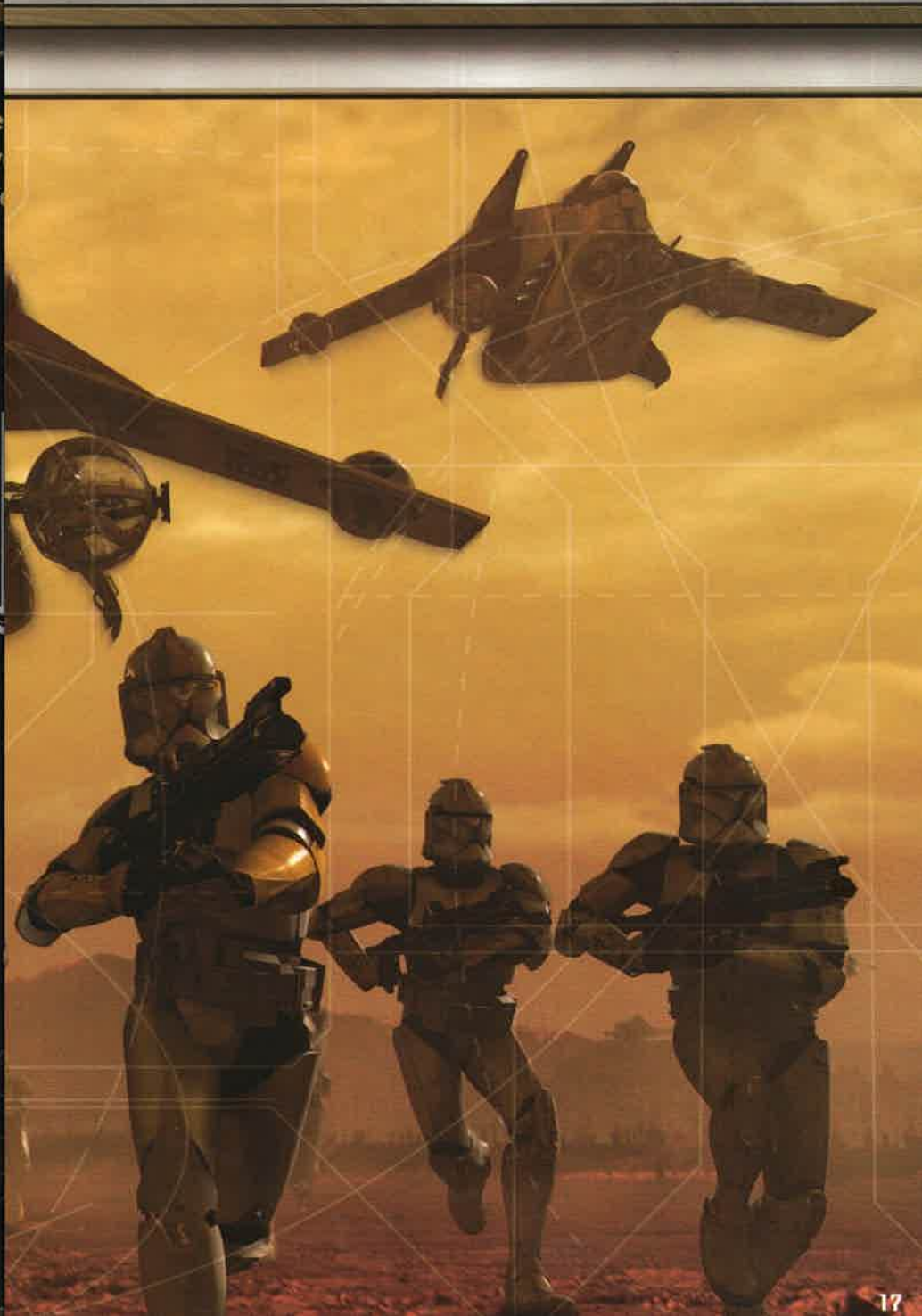
Size
12.3m long, 11m wide, 3.1m high

Weapons
2 x twin-laser-cannon turrets, 1 x medium laser cannon, 2 x light laser cannon, 2 x missile launchers (7 missiles each)

THE REPUBLIC GUNSHIP

THE LOW-ALTITUDE ASSAULT TRANSPORT

The LAAT gunships were literally a lifeline for clone troops fighting for the Republic during the Clone Wars. Once they had dropped their platoon of troops, the LAATs were able to offer airborne fire support to neutralise ground targets, and even engage enemy aircraft and starfighters with moderate success. Once fighting was over, the LAATs were there to take the troops home.



THE LOW-ALTITUDE ASSAULT TRANSPORT/INFANTRY

Type
Republic repulsorlift gunship

Manufacturer
Rothana Heavy Engineering

Size
17.4m long, 17m wide (wingspan), 6.1m high

Max speed
620km/h

Shields
None (powered superdispersive armour)

Cargo
4 x speeder bike (rear hold),
1 x IM-6 medical droid

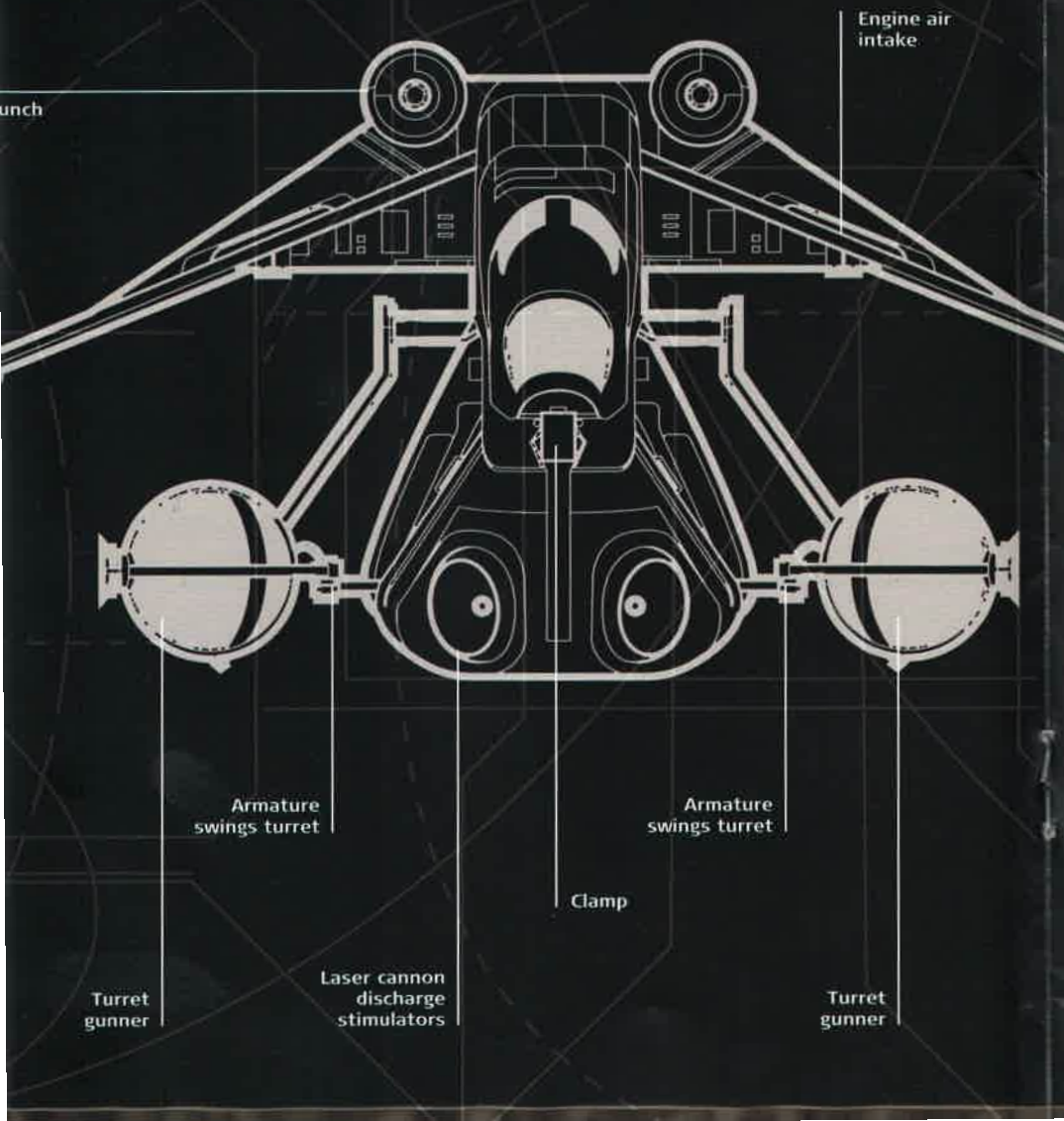
Weapons
2 x mass-driver missile launchers,
2 x 4 wing-mounted anti-aircraft missiles,
4 x composite-beam pinpoint laser turrets,
3 x anti-personnel turrets.

Crew
1 x pilot, 1 x gunner, 2 x composite-beam turret gunners (optional)

Passengers
30 x clone troopers

Affiliation
Galactic Republic,
Galactic Empire, Rebel Alliance

The gunship's belt-fed rocket launchers allow for specialised ordnanc payloads for specific mission requirements. Though standard explosi yields are common, gunships have been fitted with corrosive antimat shower warheads, radiation burst missiles and EMP rockets.



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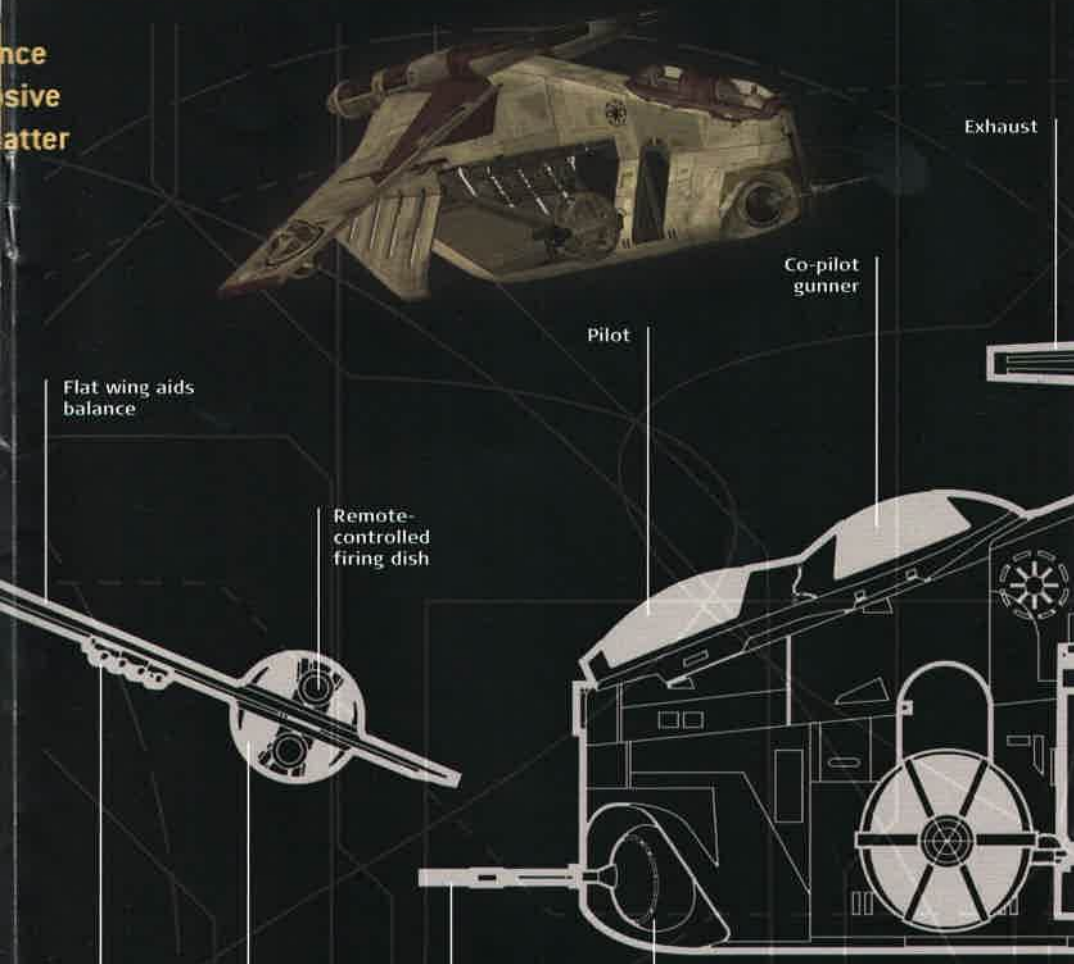
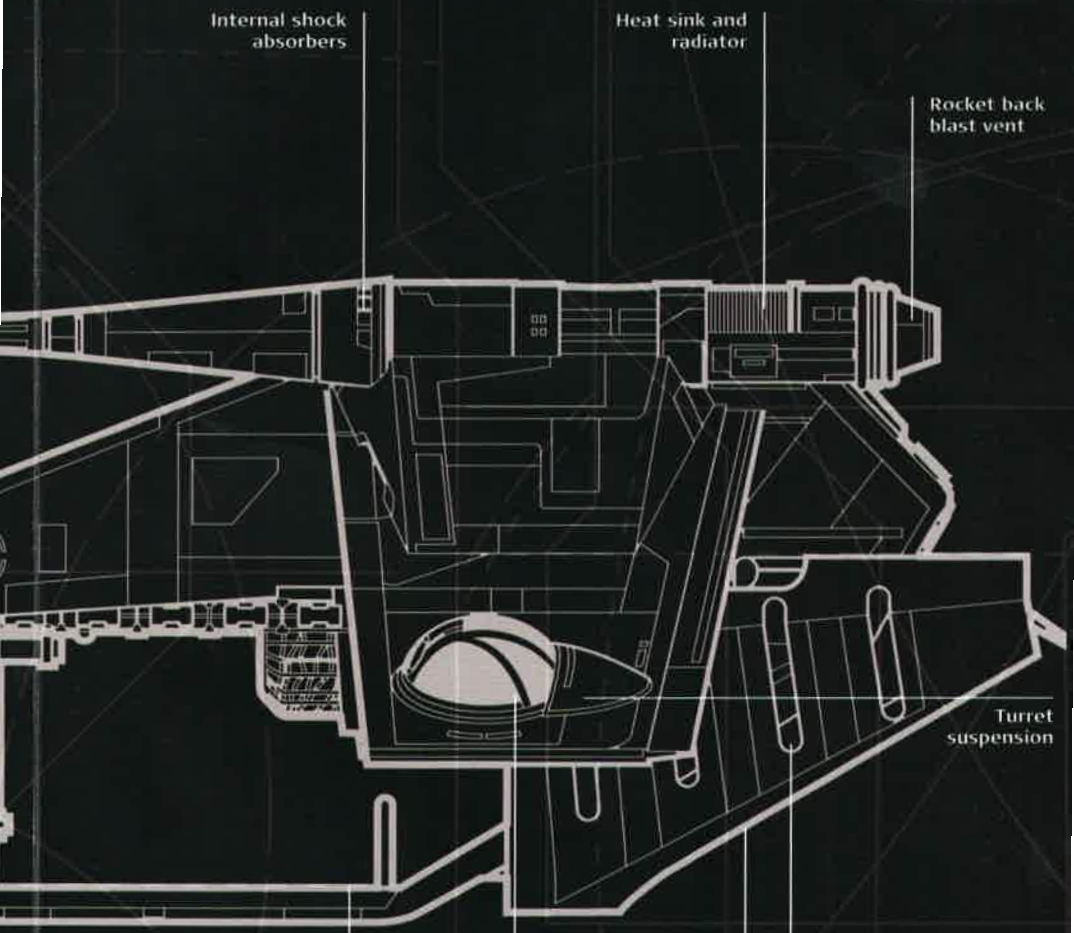


Four variants

There were four principal vari
gunship – or 'Lartie' as the co
The LAAT/i was the most num
carry infantry. The LAAT/c tra
such as the AT-TE. The LAAT/
retained the hold of the LAAT
16 speeder bikes. The LAAT/s
designed to deploy infiltrator



riants of the LAAT-series
ommandos called them.
nerous, and was used to
ansported heavy vehicles
/v did a similar job, but
T/i, modifying it to carry
s was a stealth model
rs on Separatist worlds.

YADDLE

THE ONE BELOW

One of the most revered and enigmatic Jedi Masters, Yaddle was one of a few beings to truly unite with the Force. Her near-500-year life story is one of great tragedy, amazing endurance and noble sacrifice.

Yaddle was a member of Yoda's mysterious and still unidentified species. When she was around 200 years old, Yaddle became the Padawan of the wilful human Jedi Knight Polvin Kut. Some 300 years before the Clone Wars, Knight and Padawan were sent to the Cerean Reach in the Mid Rim to save the planet Koba from an Advozse warlord called Tulak. Kut had been hunting Tulak since the warlord had murdered his family. Ambushed on Koba, Kut and Yaddle battled Tulak's men over a gorge. There, Kut's anger got the better of his skill and he was killed. Yaddle was captured, tortured and thrown into a pit, becoming a hostage for Tulak to use if necessary. Fed rarely, mocked and derided regularly, Yaddle turned to the Force for sustenance, honing her Jedi skills. Left in the pit, almost forgotten when Tulak vacated the planet, she remained in the pit for over 100 years. During this time, she became a folk legend to the increasingly impoverished people of Koba., who began referring to the captive Yaddle as 'The One Below'.

The One Below Rises

During her captivity, Yaddle's meditations allowed her to unite fully with the Force so that it kept her alive. After a century of captivity, earthquakes broke down her prison and Yaddle walked free. She helped the people of Koba to recover from the earthquake, and defeated Tulak's son, Kalut, when he came to ravage the planet anew. Yaddle refused to return to the Jedi Temple until she had helped the Kobanese to recover.

Council Member

When she did return to Coruscant, Yaddle was immediately raised to the rank of Master because of her rare unity with the Force. A member of the Jedi Council when Anakin was first put forward to be trained by Qui-Gon Jinn, Yaddle died on a mission with Anakin and others to Mawan, during a civil war. She used the Force to absorb a virulent chemical weapon, saving a city but dying herself, aged 483.

Behind the scenes

Yaddle came from a sketch of the young Yoda made during pre-production of Episode I: *The Phantom Menace*. She was removed from the Jedi Council for Episode II: *Attack of the Clones* because animating her in combat would have been too costly.

PROFILE

Yaddle

Species
Unknown

Gender
Female

Height
0.61 metres

Weapon
Orange Lightsaber

Affiliation
Jedi Order

CORUSCANT

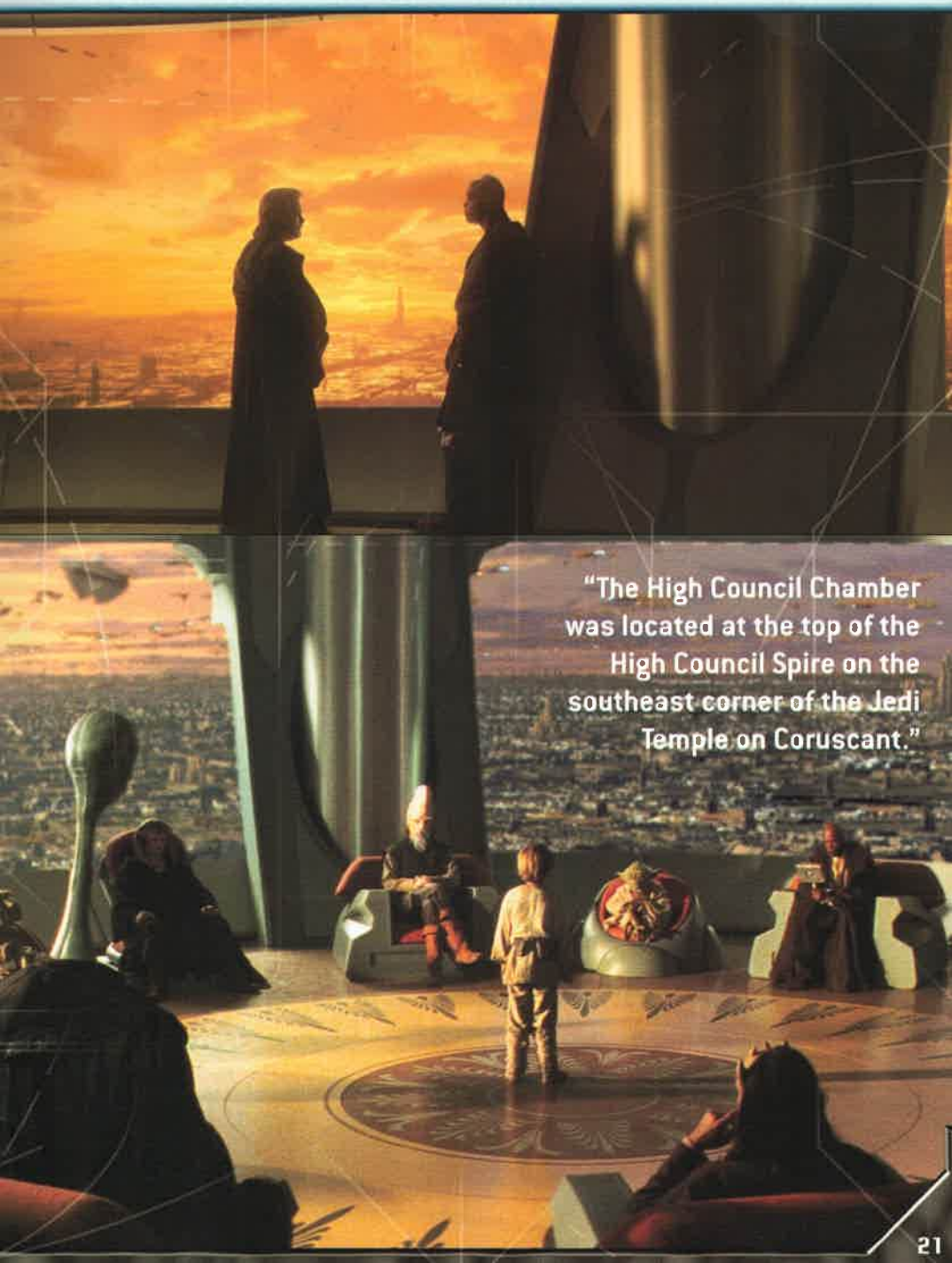
THE JEDI HIGH COUNCIL CHAMBER

The Jedi High Council was 12 Jedi Masters who met to guide the Jedi Order throughout the Old Republic, from around 4,700 years before the Battle of Yavin. It was 800 years before the Jedi Council met in a dedicated chamber above the Jedi Temple.

The first High Council of the Jedi Order, founded more than 4,500 years before the fall of the Order at the end of the Clone Wars, had no specific meeting place. When the Jedi Order moved from Ossus to a permanent base atop a sacred mountain on Coruscant, the High Council took up permanent residence on the galactic capital world. The High Council Chamber was first set atop a spire in the Jedi Temple 3,900 years before the Battle of Yavin. It stayed there until the Order was all but destroyed by Emperor Palpatine and Darth Vader in Operation Knightfall and the Great Purge. The Jedi Temple was rebuilt and destroyed a number of times thereafter, and the Council Chamber with it. During the Yuuzhan Vong occupation of Coruscant, the Jedi Temple was reduced to rubble, right down to the original foundations.

The Chamber Layout

Master Luke Skywalker had the original Jedi Temple rebuilt some 40 years after the Battle of Yavin, complete with a replica of the High Council Chamber once more at the summit of a tall spire. The Jedi High Council, which was often just called the Jedi Council, sat in a circle, each occupying a special chair designed to fit their unique physiology and preferences. For example, Thisspiasian Jedi Master Oppo Rancisis had a seat that allowed him to sit cross-legged. The 12 seats were placed around the edge of the modest-sized room, a bright, airy affair with large windows that offered stunning views of Coruscant. When Council members were away from Coruscant, they could appear at meetings as holograms, which were projected to appear as though the Jedi Masters were sitting in their seats as normal, or standing in the middle of the room to deliver reports. The design in the centre of the floor was a mixture of geometric shapes and natural elements, representing the harmony the Council sought in all things.



"The High Council Chamber was located at the top of the High Council Spire on the southeast corner of the Jedi Temple on Coruscant."

"We will do exactly as the Council has instructed. And you will learn your place, young one."

Obi-Wan Kenobi

Working Conditions

The High Council Chamber was set at such an altitude that additional construction elements had to be added to the windows to maintain the artificial air supply and the gravity balance. The narrow tower was strengthened by high-tensile magnate, vital to help support the weight of the powerful communications antennae that stood out at the very top of the tower.

Chamber History

A thousand years before the Jedi Order was nearly wiped out at the end of the Clone Wars, the High Council held its first session in the newly built southeast tower of the Jedi Temple. For the next millennium, the High Council Chamber would bear witness to triumph, tragedy, abandonment and finally ruin, before being resurrected by the leaders of a new Jedi Order. The Chamber was set above the Temple treasury room, which held items of particular value. Below that was the galaxy holomap room that could chart the positions of Jedi sent on remote missions, areas of great Force disturbances, and so on. It was also where the Council would gather to hear broadcasts from planetary dignitaries.

The High Council

The High Council of 12 Jedi Masters was an elected body, though Council members were the ones who chose who would join them – one of the things used by the cunning Supreme Chancellor Palpatine to declare the Council and the Order to be dangerously undemocratic and unaccountable to the people. The High Council consisted of five lifetime members, four members who served on a long-term basis, and three who were there on a short-term basis only.

A Reward For Achievement

Contrary to the manipulated truths put forward by Palpatine, a position on the High Council was a reward for achievement and proven ability. The Council members did not always agree, though by its nature it was a conservative body, something that could frustrate Jedi Masters such as Qui-Gon Jinn.

FRANK OZ

MORE THAN A JEDI MASTER

Frank Oz is undoubtedly one of the most famous puppeteers of all time, but his talents go far beyond lending movement and voice to a long line of weird and wonderful characters, including Yoda.

Born on 25 May, 1944 in Hereford, England, Richard Frank Oznowicz is the son of puppeteers Frances and Isidore Oznowicz – Dutch refugees from the Holocaust who fought the Nazis in Europe during World War II. The family moved to Oakland, California, when Frank was five years old, and he attended high school and college there. Actively interested in puppeteering from the age of 11, Oz moved to New York in 1963 to work with Jim Henson and his team on *The Muppet Show*. In 1969, he began work on *Sesame Street*, the world-famous educational children's show. The characters he created with Henson, including Miss Piggy, Fozzie Bear, Cookie Monster, Animal and many others, gained worldwide recognition while Frank Oz himself remained largely anonymous.

The Voice of Yoda

For the role of Yoda in Episode V: *The Empire Strikes Back*, Oz was both puppeteer and voice for the little Jedi Master. Working with George Lucas and Stuart Freeborn, who designed and built the puppet, Oz had a great deal of creative input into building the character of Yoda. The unique speech pattern that Yoda uses was Frank's invention. So impressed was Lucas that he did what he could to secure Oz an Oscar nomination for Best Supporting Actor, though his efforts were undeservedly unsuccessful. Oz has now played Yoda in five of the six *Star Wars* films, and he provided the voice when Yoda became a CGI creation for Episodes II and III – something that die-hard fans were critical of, but which Frank himself said was "exactly what (Lucas) should have done."

Did you know...?

As an in-joke, Frank's name is often spoken in the background of John Landis's films, including *Into the Night* and *Coming to America*. Landis himself made an appearance in the 1984 movie *The Muppets Take Manhattan*, which Frank both wrote and directed.

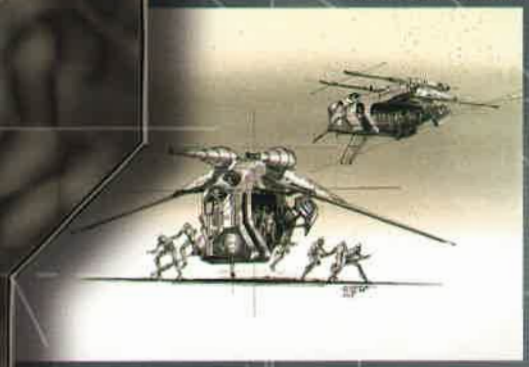
Either Side Of The Camera

For the 1982 film *The Dark Crystal*, Frank Oz was both a puppeteer and the co-director with Jim Henson. This was his first time behind the camera, and Oz went on to direct a number of films. His understanding of puppets made directing the 1986 version of *Little Shop of Horrors* much easier, but he soon moved to directing puppet-free movies, including the 1988 film *Dirty Rotten Scoundrels*, which co-starred Ian McDiarmid (Emperor Palpatine). His 1997 film *In & Out* saw Joan Cusack nominated for an Academy Award for Best Supporting Actress. As an actor, Frank Oz has made numerous brief appearances in the films of John Landis, including *The Blues Brothers* and its sequel, *Blues Brothers 2000*, as well as *An American Werewolf in London* and *Trading Places*, among others. At the time of writing, Frank Oz's most recent film as director was the 2007 British comedy *Death at a Funeral*.

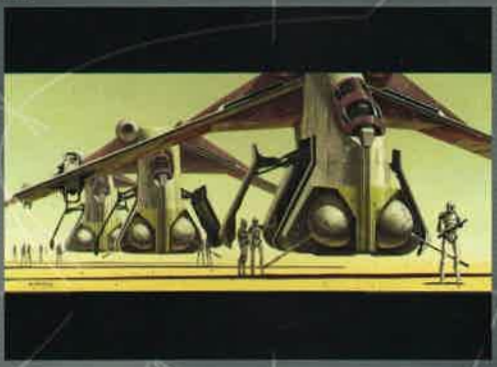
THE REPUBLIC GUNSHIP

BRINGING THE LAAT TO LIFE

CREATING THE REPUBLIC GUNSHIP



1 A design from 1999 by Doug Chiang. He and concept artist Ryan Church came up with the look of the 'Jedi attack helicopter', as Lucas called it.



2 One of Chiang's 1999 production illustrations. The hunchback look of the cockpit was influenced by the Russian Mi-24 Hind helicopter gunship.

5 A production miniature built to assist the digital artists. It included speeder bikes in the sloping rear storage area.

6 The forward cockpit of the LAAT production model shows the typical 'used universe' design aesthetic.

For the climactic assault on the Death Star in *A New Hope*, George Lucas used footage of World War II dogfights to envisage the action over the space station. The same technique, using Vietnam War footage, was used in imagining the look of the conflict on Geonosis in Episode II, and it was to influence the look of the Republic gunship.

3 In this early animatic footage used to envisage the look of the battle on Geonosis, clone troopers are firing from inside an LAAT/i.

4 The passenger compartment of an LAAT/i gunship being built for Episode II. The rest of the ship was realised digitally.

7 The digital model of the Republic gunship. "George wanted these to be helicopter-like flying vehicles," Doug Chiang remembered.

8 This is a head-on view of an LAAT/i. "Nothing clicked until we went with a TIE fighter-ish look," Chiang said.

DID YOU KNOW?

1 How were young Jedi identified?

2 When were the Dagobah sequences filmed for Episode V?

3 Where did the 'fin' on top of the Clone Trooper helmets come from?

ANSWERS:

1. Young Jedi could be found when their presence in the Force was sensed by another Jedi, or if their early blood tests revealed a high concentration of midichlorians.

2. Shooting began on the Dagobah sets at Elstree Studios on 6 August 1979. Over time, under the hot lights, the water on set became completely putrid, and shooting on set was made more complex by the slippery, uneven terrain.

3. George Lucas himself asked for the fin to be added to a sculpted model of the clone trooper, based on designs by Doug Chiang and built by Michael Patrick Murane.

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SP-4

Droid
Episode II

Built by Cybot Galactica, the SP-4 series were classed as analysis droids. In short, when asked a question, they were programmed to produce an answer. The SP-4s were designed to wirelessly access any and all available and compatible data libraries, seek out and process relevant data, condensing it down to a succinct reply. The droids held little or no actual data themselves, and were often criticised for being dogmatic and incapable of making the leaps of cognition required to draw useful conclusions beyond statements of the obvious. Defenders of the droids' abilities would say that their critics just weren't asking the right questions.

Sabé

Character
Episode I

One of Queen Amidala of Naboo's handmaiden bodyguards, Sabé was selected by Captain Panaka for her extraordinary resemblance to the Queen. Sabé and Amidala worked hard together to allow Sabé to mimic the Queen accurately. This became crucial during the Trade Federation invasion of Naboo, during which the handmaiden acted as Amidala's decoy on a number of occasions. Sabé was an integral part of Amidala's successful plan to infiltrate the Theed Royal Palace and capture the Trade Federation leaders on Naboo, ending the occupation.

Saberdart

Equipment
Episode II

A popular weapon amongst top-rank assassins, the Kamino saberdart was a pronged projectile with a fluid reservoir built into its base. The dart possessed an impressive range, and assassins could fill it with anything from knock-out drugs to lethal poisons. Jango Fett favoured Kamino saberdarts he'd bought on the black market, using them even before he worked directly with the Kaminoans as the source of the genetic material for the Republic's clone army. Fett used a saberdart to kill his former ally Zam Wesell on Coruscant before two Jedi could force her to speak out against him.

Salvage droid

Droid
Episodes I & III

Manufactured by Serv-O-Droid, the P-100 salvage droid was designed to operate from a salvage droid holding arm – a repulsorlift platform that transported the valuable scrap the droids collected. Scanners on board the droids searched for valuable metals, recoverable components, or anything else their owners programmed them to hunt for. They were used on Tatooine to pick up recoverable parts of crashed podracers, after which the owners had two hours to claim their parts or see them sold off. Salvage droids were used on Coruscant to search the lowest and most dangerous levels of the city for scrap and dropped property. P-100s were even used for pest control.

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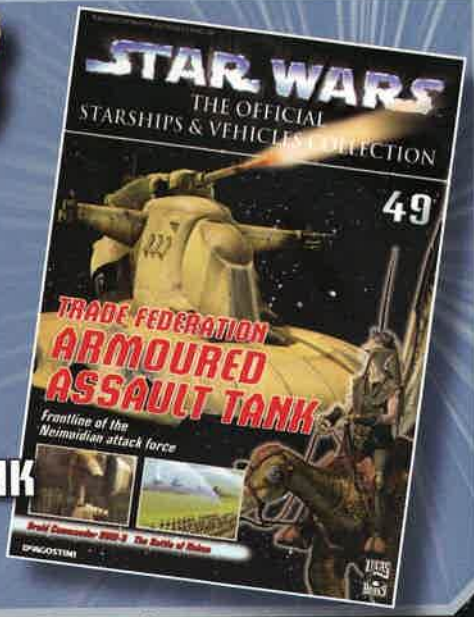

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